



## Introduction

Blacksite: Area 51 is one of the newest additions to the alien shooter genre. It has lots of explosive and deadly alien creatures big and small that all want to take you out.

In addition to your squad and selection of weapons, you have our guide to help you through every objective and mission of the game. Locations for all 48 of the secret Dossiers in the game are also inside, along with the full list of achievements.

So put on your tinfoil hat and let IGN Guides help you find and squash some alien scum.

**Guide by:** Dan Engel

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## BlackSite Area 51 Basics

Your health is restored over time, so use cover if your screen is getting red from damage.

Reload after fights, you never know when this can save you later.

Shoot red barrels, propane tanks and other explosives to help take out enemies.

Keep the morale of your squad high by scoring headshots, ordering targets for them and reducing your own damage. This keeps them fighting effectively and makes battles easier on you.

Zoom with the **Anti-Tank Launcher** to lock-on to your target before firing.

Don't run with your Anti-Tank Launcher equipped if you can, as it slows you right down. Switch to another weapon to move at your normal speed. Even though you're still carrying the same weight, don't argue with game logic!

Order your troops when targeting an unused turret to put it to good use.

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Checkpoints are indicated with the word checkpoint in the bottom left corner of the screen and a brief electronic tone.

**Objective:** Eliminate hostiles. Locate Iraqi guard post.



Leap out of the truck once you have control and cut a path through a group of enemies. Use any available cover as you do so and use your sniper rifle on each guard in the towers to get rid of them with ease.

Follow the path and climb up a ramp before grabbing some **Ammo** on your left. Switch to your sniper rifle and take up a position on the rocky ledge on your left. Nail the enemies one by one from here while your squad helps out.

**Objective:** Command squad to breach guard post door.

Head to the left side of the building and command your squad to open it.



**Objective:** Locate communications tower and contact Colonel Green.

Make short work of a small group of enemies in the next room, then breach the next door and fill another small group with lead. Climb the stairs before opening fire on 2 more enemies and reaching the outdoors once more.

Take control of the turret here and empty your rounds into the enemies down below. Kill some more enemies up on your left once those below are no more, then enter the next room to take care of 3 more. Check the corner of the room with the large "I" indicator to pick up your first **Dossier** (there are 48 in the game).



Climb the stairs and go past a trio of guards that surrender, then head left for a radio transmission. Check the left corner here for Dossier #02 and follow the path right to a checkpoint.

Shoot the guards in the towers and about 5 more on the ground in this next section, then put 2 more on ice before reaching the communications tower. Breach the door and shoot up the crowd, then take the Ammo in the far corner and use the computer outside.

**Objective:** Set C4 charges to destroy bridge and secure LZ.

Have your squad kick open the gate in the corner and fight your way across the bridge while you order your squad to set the C4 charges. The first charge is on the right, with the second on the left. Cross the bridge and take over the turret in the tower, then shoot the troops that emerge until the C4 is detonated.



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**Objective:** Neutralize threats enroute to village.

Climb aboard the vehicle to man the gun and shoot the barrels at the blockade, as well as the enemies on the ground and one in the tower. Shoot more barrels and propane tanks as you enter a trench, then shoot the driver and gunner of the upcoming vehicle.

Take out a second vehicle not far after and a pair of guards on your right in the next trench.

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**Objective:** Rendezvous with special operative Noa Weis.

Go to the back left corner to find a doorway, then climb the stairs to meet with Noa and grab Dossier #03 from the desk.

**Objective:** Step up in front of Noa for (classified) vaccine.

Walk up to Noa to get your vaccine.



**Objective:** Locate alleged weapons bunker.

Go down the stairs and head right to find some enemies, then take out the sniper up high before laying waste to his friends on the ground. Take the left stairs for Ammo and Dossier #04, then go on and breach the door up ahead.

Use cover and the turret here as you kill a large group of enemies down below. Take the Ammo up ahead and take cover down the stairs while fending off more enemies. Head right to kill about 4 more and breach the door on your left for a checkpoint.

Carefully walk the planks if you need **Grenades**, then drop down and take Dossier #05 on your left. Follow the passage and kill your first reborn up ahead (watch them as they sometimes get back up after going down once), then melee the wooden planks and kill about 5 more. Check the near right corner for some Ammo and head through the nearby doorway. Kill 2 more here before taking some Ammo up ahead and breaching the next door for a checkpoint.



Kill a group of enemies up ahead while taking cover. Grab the Ammo on the right side and watch for the turret at the top of the stairs. Climb those stairs and kill a guard as you work your way to some Ammo and a checkpoint.

Secure the next area while gunning down the sniper on the upper left, then attempt to breach the door to the weapons bunker.

**Objective:** Breach bunker exterior wall.

Go around the left side of the bunker and breach the wall.



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**Objective:** Locate chemical weapons cache.

Go through the right doorway and take Dossier #06 from the desk in the corner. Return to the previous room and use the doorway near the back. Kill a group of enemies and have your squad use the next door panel, then shoot up some more and climb the stairs for Dossier #07.



Breach the next door up here for another welcoming party below, then cross the catwalk as you shoot the enemies down below. Enter the next room and drop down while killing more enemies, then descend some stairs up ahead for a checkpoint.

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Breach the door and head down some stairs, then use the panel in the corner at the bottom. Kill a small group of reborn and check behind the blue tarp on your right for Dossier #08, then walk down the ramps to hit a checkpoint.





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Use another panel and go through the door until a cutscene starts and the next checkpoint begins.

Kill some skrabs (these explosive enemies can detonate each other) as you climb the stairs, then shoot some more and some reborn. Use the nearby panel and start shooting with the turret to thin out the enemy ranks. Run into the elevator when it arrives to reach the next checkpoint.

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**Objective:** Clear LZ for extraction.

Check right of the tanks for an **Anti-Tank Launcher** (swap your sniper rifle for it), then equip it and head outside.

This flathead fires curving fireballs that can be shot down, so do sure to get rid of them if they get too close. Otherwise use your Anti-Tank Launcher on him and finish up with your Grenades and **Assault Rifle** to end the first episode.

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**Objective:** Attend briefing with Colonel Green.



Enter the tent to hear from Colonel Green.

**Objective:** Rendezvous with Grayson.

Leave the tent and follow Grayson.

**Objective:** Meet special operative Noa Weis in the infirmary.

Enter the infirmary to talk to Noa, then go back outside.

**Objective:** Follow Grayson to the depot.

Go right past the fuel station while you follow Grayson, then get in the vehicle and drive through the gate.



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**Objective:** Proceed to Rachel, NV.

Drive down the road until you reach the bridge.

**Objective:** Detour off-road and locate route to Rachel, NV.

Drive down the debris and past all the rocks as a helicopter appears. Stop at the wrecked car and get out for an Anti-Tank Launcher and some rockets, then shoot down the helicopter with it. Keep driving until you come to a flaming car by a rock wall and a checkpoint.

Drive right and get out as needed to shoot the skrabs, then take the higher rocky path on your left when given the option. Eventually you get to drop down to a lower similar path on your right and follow it to Dossier #09. Continue shooting more skrabs as you come across the road once more.



**Objective:** Proceed to Rachel, NV.

Turn right on the road and take it to Dossier #10, then go back left until you hit another checkpoint.

**Objective:** Open guard post gate.

Grab the Ammo in the near left corner, then have your squad inspect the next gate.

**Objective:** Secure guard post: Eliminate xenos

Use one of the turrets and fill the drudge full of holes.



**Objective:** Proceed to Rachel, NV.

Go through the gate and take Dossier #11 on your left, then order your troops into the vehicle and start driving.

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**Objective:** Clear roadway for vehicular traffic.

Get out of the vehicle and go left through the broken guard rail, then grab some Ammo on your right. Shoot some skrabs and take some more Ammo, including an Anti-Tank Launcher. Use it to take out the flathead nearby and reach the road once more, then kill some more flatheads up the road.

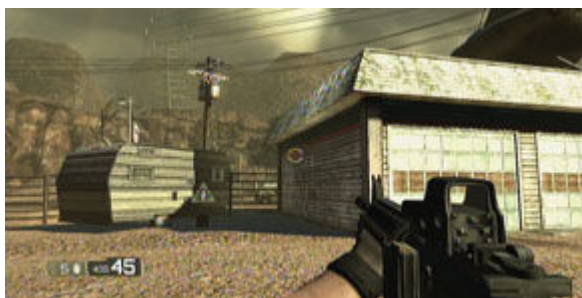
Shoot another pair of flatheads with a few skrabs and look left. Dossier #12 should be just beyond the red sign on the other side of the guard rail that you can jump over to get. Return to the road for some Ammo on the right side, then continue as you kill some more skrabs and flatheads.



Take more Ammo along the way before piling into the vehicle, then drive along the road. Check behind the house on your left for Dossier #13 and have your squad breach both doors of the gas station.

**Objective:** Assist local civilian. Secure new route to Rachel, NV.

Work your way left in a semi-circle as you fight past the drudges and go past the civilian's building. Take Dossier #14 in an alcove to the side of the garage, then go back a bit and breach the door to the civilian. Grab the Ammo from the far right corner, then kill the drudge in the window.



Load up in the vehicle from the garage and bust through the gate near the large flying saucer to return to the road. Head right at the fork to reach the next checkpoint.



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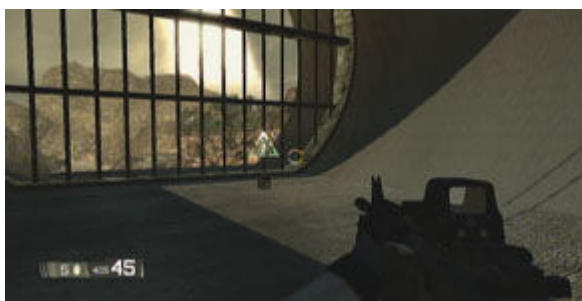
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**Objective:** Proceed to Rachel, NV.

Drive along the road to the next checkpoint.

**Objective:** Detour through weigh station.

Take the left path and drive over the rocks right of the barricade to land on the ground below. Shoot the skrabs and flatheads as you drive through a pipe, then turn around and drive through the other pipe for Dossier #15. Continue your drive up past more of the same enemies to reach the weigh station. Kill the reborn soldiers inside the weigh station and pick up the **Scatter Gun**.



**Objective:** Investigate weigh station.

Go to the bathroom and open the stall.

**Objective:** Neutralize militia ambush.

Kill the enemies quickly and use the panel before you head outside. Drive on to the fork and head right.

**Objective:** Assist 4th Infantry. Neutralize hostiles.

Help your friends shoot up the enemy soldiers and use the left turret to make it easier. Find the right turret that faces back where you came and take Dossier #16 from it. Get inside the jeep beyond and drive to the next checkpoint.





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**Objective:** Locate path through train wreckage.

Get out and take the left path as you shred some more soldiers, then go into the woman's bathroom to get Dossier #17 and some Ammo. Go through the big hole in the wall in the men's bathroom for a checkpoint.

Shoot your way left through the trains and turn around at the dead-end. Hug the left wall to follow the path. As you come to a flaming train in the corner, you should check the open train on your left to find Dossier #18 inside. Shoot past another group of soldiers as you come out to the road. Grab the Ammo and drive right at the fork to end the episode.



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**Objective:** Recon and secure downtown Rachel, NV.

Go past the trucks and breach the doors, then kill the reborn scouts and some soldiers outside. Watch out for the scout crawling towards you and exploding when near death. Turn around after the fight and check the alley on the left side of the gas station for Dossier #19, then go collect the Ammo among the vehicles. Walk up the wooden planks in the wreckage to get past it and reach a checkpoint.



Kill a pair of drudges and walk towards the shops to meet your first spore-tower. These guys spawn drudges and you can't kill it yet, but you can melee a few drudges to help get the "Beware! Octopus Dog!" achievement if you want. Focus your fire on the drudges until the chopper gets rid of the spore tower. Grab the Ammo by the midway meadows sign and go through the hole from the spore-tower to reach a checkpoint.

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**Objective:** Recon and secure downtown Rachel, NV.

Follow the path until you reach the next battle with soldiers and scouts. Go around the corner to shoot more of the same inside and on top of the buildings on your right, then breach the door up ahead on your left.

**Objective:** Rendezvous with 4th Infantry at the courthouse.

Breach the door and kill more of the same in here, then pick up the pieces and use the rope to reach the second floor.



**Objective:** Access courthouse upper floors via rooftop.

Walk across the catwalk to reach another section of the roof, then quickly grab Dossier #20 by the stairs and use your action button on the floating icon to open up the panel beneath. Drop down and follow the passage.

**Objective:** Access courthouse second floor.

Shoot some skrabs and look down the next hole, then shoot the soldiers as you drop down. Grab the Ammo and Dossier #21 from the bench, then go through the only open door to kill more soldiers and scouts. Jump the barrier for some Ammo and go through the door there.



**Objective:** Defend courtroom.

Shoot more soldiers above you to clear the room.

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**Objective:** Access flood canals.

Go down the alleyway beside the liquor store to reach a checkpoint.

Take another alley on your left to reach a broken bridge, then kill 2 soldiers below.



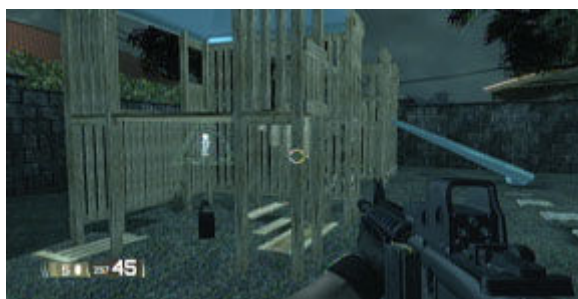
**Objective:** Secure flood canals en route to drive-in. Eliminate hostiles.

Drop down and eliminate some soldiers up high as you collect Ammo and use some panels by the doors. Kill some skrabs as you ignore the next door and go right through a passage for Dossier #22. Use the panel for the door as skrabs attack from both sides, then go on through and shoot a few more skrabs.

Use the panel for the next pair of doors and shoot the group of skrabs behind you. Go on through the door and make your way up the ramp.

**Objective:** Navigate suburb en route to drive-in.

Head through the gate and follow the passage to a checkpoint.



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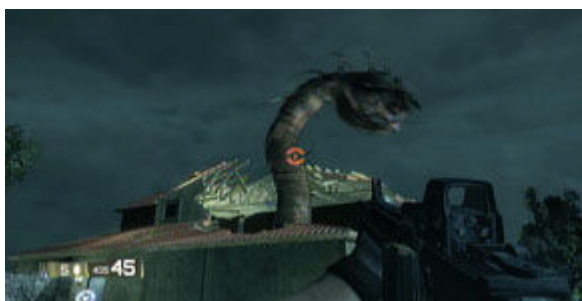
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**Objective:** Navigate suburb en route to drive-in.

Kill your first bug-ridden (they can revive once) and go through the hole in the wall to kill more of the same. Breach the gate and smash the wooden playground beside the slide for Dossier #23. Walk up the slide to get over the wall and hit a checkpoint.

Kill the flathead above and breach the door on the left side of the house for another checkpoint.

Get out into the open here and don't be stingy with the Grenades and bullets as you eliminate more bug-ridden and reach a checkpoint.



Look to the house under construction on the left side of the street and take out the enemy behind the turret there. Search the garage in the house to the left of this one to get Dossier #24. Breach the door to the left of the barricade and enter the construction site, then take out the enemies on both floors of the house.

Use the turret to rip a few holes in the enemies down in the street, then breach the wooden wall behind you and drop down for some Ammo. Finally, breach the gate for a checkpoint.

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**Objective:** Navigate trailer park en route to drive-in.

Watch out for the rolling trailer as you turn the corner, then kill some soldiers and scouts. Head right for Ammo before going left, then use the flaming trailer to roll it down on the enemies. Take Dossier #25 from the swing sets on your right and kill enemies all around you as you reach the bottom of the hill. Go over the wooden planks up ahead to reach a checkpoint.



Take the Ammo and shoot up a pair of flatheads, then follow the path and decimate two more.

**Objective:** Locate drive-in theatre evac LZ.

Open the pair of doors and climb up the debris outside.



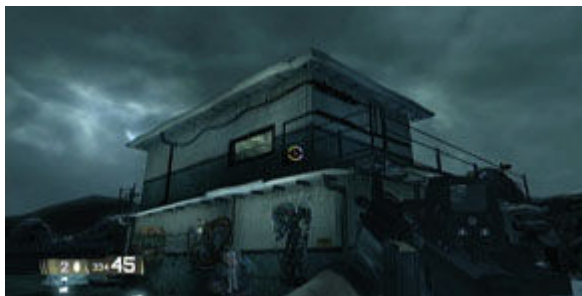
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**Objective:** Eliminate snipers in projection booth.

Use the car for cover as you advance and shoot the sniper, then kill his friend on the same floor. Shoot some soldiers behind this building and take Dossier #26 by the outhouses. Shoot more soldiers in the snack bar and a sniper above as you climb the stairs. Grab the sniper rifle by the projector and take aim on the enemies as they appear (take more Ammo behind you as needed).



**Objective:** Snipe Reborn chopper pilot.

Take careful aim and kill the gunner in the middle of the helicopter, then shoot the pilot by shooting the front of the helicopter. Watch for rockets as you go and be sure to use walls for cover from them.

**Objective:** Board ally aircraft. Evac Sommers to base camp.

Wait for the helicopter to get close, then walk to the railing and climb aboard.

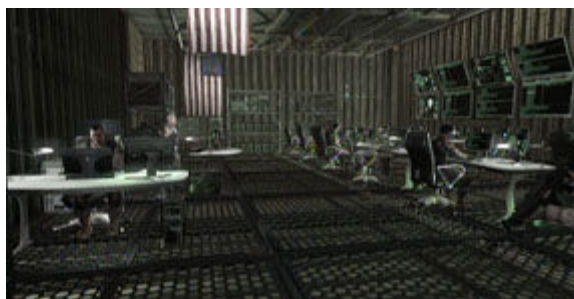
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**Objective:** Meet with Col. Green in Command Center.

Ignore the Command Center for now and grab Dossier #27 behind it, then enter the Command Center and take Dossier #28 from the far right corner.

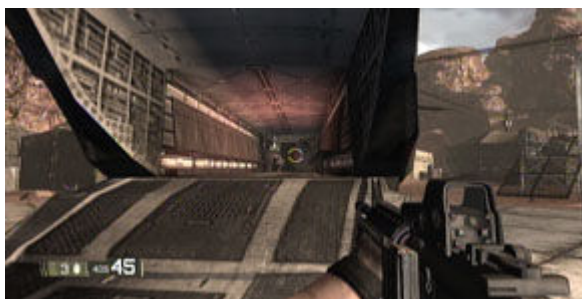


**Objective:** Rendezvous with Grayson and Ambrose in the Research Facility.

Leave the Command Center and go right through the gate. Enter the Research Facility up ahead for a checkpoint.

**Objective:** Gain access to Research Facility rooftop.

Head outside and kill a group of soldiers coming out of the helicopter (use a Grenade to make it easier). Take out a few more on the roof and enter the helicopter for Dossier #29 and some Ammo. Shoot your way up the ramps to the roof and clear out any remaining soldiers.



**Objective:** Get to rooftop. Eliminate Reborn snipers.

Swap your pistol for the sniper-rifle and use it to snipe a trio of snipers in the rocks. Kill 2 more higher up on the right and another pair in the rocks to the other side of the roof. Finally, kill a trio of the snipers on top of the bridge to reach a checkpoint.

**Objective:** Repel medical center assault.

Go back down the ramps to the ground and head right as you shoot through some soldiers. Go through the gate and up the stairs on your right, then on through the doors at the other side of the medical tent.

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**Objective:** Repel medical center assault.

Shoot a pair of scouts and go to the infirmary on your right. Open the door and take Dossier #30 and some Ammo from inside. Shoot more soldiers and drudges up ahead and go to the ramp in the far left corner for a checkpoint.



Kill some soldiers and scouts on the other side.

**Objective:** Use C4 to collapse the drain pipes.

Order your squad to set C4 at the left end of the pipes, then fend off the soldiers as he detonates it.

**Objective:** Report to Armory.

Turn around and take Dossier #31 from the armory, then walk off the ramp beyond for a checkpoint.



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**Objective:** Retake Armory.

Snipe or shoot a pair of soldiers on the roof by the turret, then thin out the rest on the ground. Breach the door by the gas pumps and shoot past the soldiers to get outside again. Take Dossier #32 on your left and climb the stairs. Take Dossier #33 straight ahead of you and kill the soldiers on your left, then take the turrets and shoot a scout down below.



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**Objective:** Neutralize xeno spore tower. Target weak spots with heavy weapons.

Grab the Anti-Tank Launcher between the turrets and drop to the ground, then target the glowing spots on the spore tower and fire rockets at them to get rid of it and reach a checkpoint.

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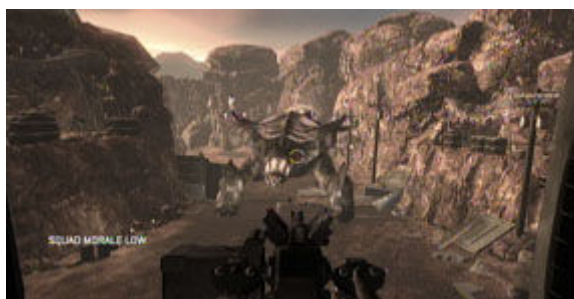
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**Objective:** Meet with Col. Green in Administration tent.

Go talk to Green and leave the tent.

**Objective:** Rendezvous with Chopper.

Follow Grayson and check the top of the dirt hill on your right to get Dossier #34.





## BlackSite Area 51 Walkthrough

<a href="#">Episode 1</a>	<a href="#">Episode 2</a>	<a href="#">Episode 3</a>	<a href="#">Episode 4</a>	<a href="#">Episode 5</a>	<a href="#">Episode 6</a>
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[Part 01](#) | [Part 02](#) | [Part 03](#) | [Part 04](#) | [Part 05](#) | **Part 06**

**Objective:** Secure Depot LZ.

Use the turrets to shoot the drudge until the chopper arrives, then climb aboard the chopper to get your first look at a fire-brute and finish the episode.

## BlackSite Area 51 Walkthrough

<a href="#">Episode 1</a>	<a href="#">Episode 2</a>	<a href="#">Episode 3</a>	<a href="#">Episode 4</a>	<a href="#">Episode 5</a>	<a href="#">Episode 6</a>
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**Part 01** | [Part 02](#) | [Part 03](#) | [Part 04](#) | [Part 05](#) | [Part 06](#) | [Part 07](#)

**Objective:** Defend convoy. Standby for Apache backup.

Kill the group of flatheads and some soldiers and scouts just ahead. Destroy the pair of vehicles heading your way as you come to a huge flathead. Shoot this guy in the head while destroying his shots, then shoot the tanker truck once you have a clear shot. Continue to rain pain on his head until the flathead is no more.

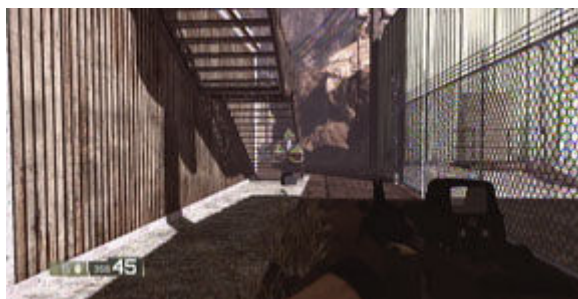
## BlackSite Area 51 Walkthrough

<a href="#">Episode 1</a>	<a href="#">Episode 2</a>	<a href="#">Episode 3</a>	<a href="#">Episode 4</a>	<a href="#">Episode 5</a>	<a href="#">Episode 6</a>
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[Part 01](#) | [Part 02](#) | [Part 03](#) | [Part 04](#) | [Part 05](#) | [Part 06](#) | [Part 07](#)

**Objective:** Clear LZ for extraction.

Mark targets so Grayson can shoot them from above while you help out. Go down the stairs on the right and around the buildings on your left. Take the sniper rifle and jump the fence, then target and shoot more soldiers on the ground and up on the rooftops. Shoot the white gas tank while you're at it and snipe a pair of soldiers in the tower around the corner. Go through the hole in the fence on your right and go to the right side of the building in front of you for Dossier #35 under the stairs.



Mark the targets while you snipe them, including one with a rocket up high. Enter the helicopter once it lands to reach the next checkpoint.

## BlackSite Area 51 Walkthrough

<a href="#">Episode 1</a>	<a href="#">Episode 2</a>	<a href="#">Episode 3</a>	<a href="#">Episode 4</a>	<a href="#">Episode 5</a>	<a href="#">Episode 6</a>
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[Part 01](#) | [Part 02](#) | **Part 03** | [Part 04](#) | [Part 05](#) | [Part 06](#) | [Part 07](#)

**Objective:** Access containment dome. Locate Somers.

Just enjoy the ride in this short part.

## BlackSite Area 51 Walkthrough

<a href="#">Episode 1</a>	<a href="#">Episode 2</a>	<a href="#">Episode 3</a>	<a href="#">Episode 4</a>	<a href="#">Episode 5</a>	<a href="#">Episode 6</a>
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[Part 01](#) | [Part 02](#) | [Part 03](#) | **Part 04** | [Part 05](#) | [Part 06](#) | [Part 07](#)

**Objective:** Destroy xeno fire brute with Anti-Tank Launcher.

Go down the hall and open the door, then hug the right walls as you enter the administration building. Shoot a few skrabs as you go up the broken floor and outside to the catwalk. Swap your pistol for the Anti-Tank Launcher out here if you can find one and follow the catwalk right to the end.



Drop down and rush into the armory, then shoot the skrabs and take one of the many Anti-Tank Launchers down here to stock up on Ammo. Take Dossier #36 under the stairs, then go into the first door on your right for Dossier #37. Go back up outside and lock-on to the glowing yellow spot on the fire brute's back. Hit it with a missile and switch weapons to run under the brute while he turns around, then switch back and launch one more to get rid of him.

**Objective:** Regroup with Grayson and Noa at the gate.

Stock up on rockets after the fight and head right behind the armory to find Grayson, Noa and a checkpoint.

## BlackSite Area 51 Walkthrough

<a href="#">Episode 1</a>	<a href="#">Episode 2</a>	<a href="#">Episode 3</a>	<a href="#">Episode 4</a>	<a href="#">Episode 5</a>	<a href="#">Episode 6</a>
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[Part 01](#) | [Part 02](#) | [Part 03](#) | [Part 04](#) | **Part 05** | [Part 06](#) | [Part 07](#)

**Objective:** Secure vehicle at motor pool.

Use the panel up ahead to open the next gate.

**Objective:** Destroy xeno spore tower with heavy weapons.

Get in front of the spore tower like usual and target the glowing weak areas with your rockets to get rid of it.

Walk across the debris on the left side of the large hole after collecting more rockets for a checkpoint.



## BlackSite Area 51 Walkthrough

<a href="#">Episode 1</a>	<a href="#">Episode 2</a>	<a href="#">Episode 3</a>	<a href="#">Episode 4</a>	<a href="#">Episode 5</a>	<a href="#">Episode 6</a>
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[Part 01](#) | [Part 02](#) | [Part 03](#) | [Part 04](#) | [Part 05](#) | **Part 06** | [Part 07](#)

**Objective:** Secure vehicle at motor pool.

Take Dossier #38 straight ahead and drive through the gate with the vehicle.



**Objective:** Follow route to Containment Dome entrance.

Follow the road and drive left into a sandy pit, then take Dossier #39 here. Shoot the flatheads as you drive, but get out to kill those in your way with your Grenades and bullets if you want to be cautious. Follow the path as you kill more of the same and a few skrabs, then kill a trio blocking a green ramp with Ammo beneath it.

Cross the ramp and a small metal bridge, then drive past some stone and drop down on the left. Shoot some skrabs in the broken pipe and take another vehicle on the other side if you need it. Watch for skrabs as you drive and finally reach a building. Get out and look right for Dossier #40, then drive up the debris for a checkpoint.



## BlackSite Area 51 Walkthrough

<a href="#">Episode 1</a>	<a href="#">Episode 2</a>	<a href="#">Episode 3</a>	<a href="#">Episode 4</a>	<a href="#">Episode 5</a>	<a href="#">Episode 6</a>
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[Part 01](#) | [Part 02](#) | [Part 03](#) | [Part 04](#) | [Part 05](#) | [Part 06](#) | **Part 07**

**Objective:** Destroy xeno fire brute with Anti-Tank Launcher.

Run right for a rocket behind the wall and shoot some skrabs farther right as you climb to the roof of the building for another rocket. Take aim on the fire brute down below and use both rockets on its weak back to get rid of it.

**Objective:** Gain Access to tram tunnel B-16.

Go to the back left corner of this area after the fight and climb the stairs to the red building and follow the ledge around Dossier #41. Drop down and open the nearby door to finish the episode.



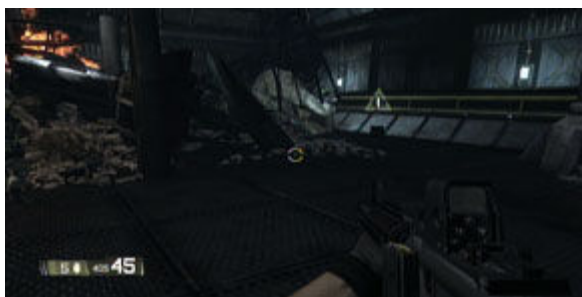
## BlackSite Area 51 Walkthrough

<a href="#">Episode 1</a>	<a href="#">Episode 2</a>	<a href="#">Episode 3</a>	<a href="#">Episode 4</a>	<a href="#">Episode 5</a>	<a href="#">Episode 6</a>
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[Part 01](#) | [Part 02](#) | [Part 03](#)

**Objective:** Find a way deeper into the base. Find Somers.

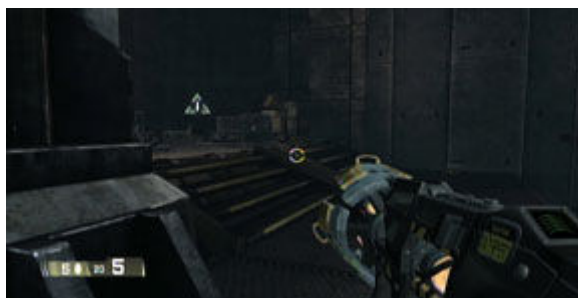
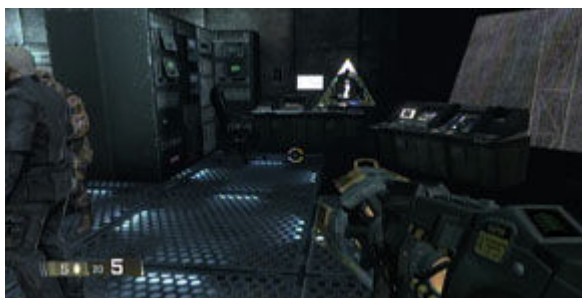
Follow the path to some stairs and kill the bug-ridden beyond the next door. Take the Ammo under the stairs and Dossier #42 on the right, then climb up and cross the ramp to your left for a checkpoint.



Enter the next room and check the right side for Dossier #46, then shoot some soldiers up ahead and cross the debris on the right side of the room. Shoot a few more soldiers up ahead to reach a checkpoint.

**Objective:** Follow tram tunnel deeper into base.

Swap your pistol for a **Plasma Rifle** from the next pair of soldiers and use it on more of their friends in the next room. Take Dossier #47 from the desk at the end of the next hallway and turn around. Go left in the previous room to fight through more soldiers through the door and just left of it.



Follow the passage on your left and kill more soldiers in the next room. Ignore the stairs and hug the left wall for Dossier #48, then go down the stairs and follow the passage to a checkpoint.

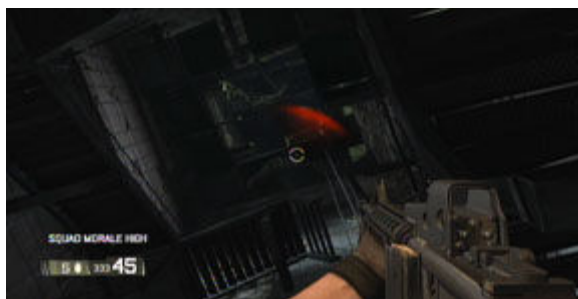
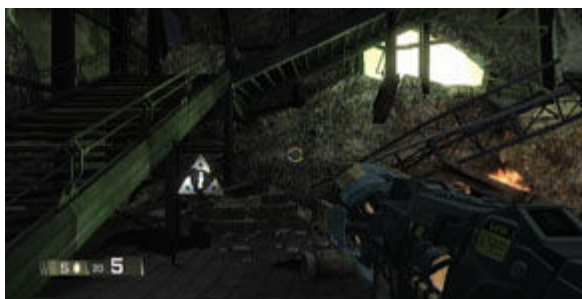
## BlackSite Area 51 Walkthrough

Episode 1	Episode 2	Episode 3	Episode 4	Episode 5	Episode 6
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[Part 01](#) | [Part 02](#) | [Part 03](#)

**Objective:** Find a way deeper into the base. Find Somers.

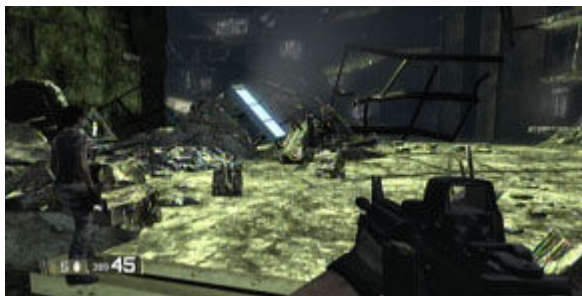
Go down the stairs and take Dossier #43 beside them. Shoot additional soldiers as you work your way down more stairs, then take a rope down to the next checkpoint.



Shoot more skrabs and soldiers as you take another rope down to the next checkpoint.

Use the panel up ahead to get the door open, then kill a few skrabs and take another rope down. Shoot the soldiers and explosive barrels as you descend to the checkpoint on the ground.

Use the panel and shoot some skrabs in the passage, then look to your left as you emerge for Dossier #45. Kill more skrabs and drudges before using another rope to start a cutscene.



## BlackSite Area 51 Walkthrough

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[Part 01](#) | [Part 02](#) | **Part 03**

**Objective:** Deactivate the beam.

Shoot the soldiers and look to your left to find Dossier #44, then enter the next room and look at the spot under the middle platform where the green beams are pointing. Shoot the yellow circle at this point to destroy them. Carefully go counter-clockwise through the open barrier in the outer section of the room and hug the walls to dodge the green beam overhead.

Repeat this while you shoot the soldiers nearby (take their Ammo) and the boss on the middle platform (be careful of his rockets).

**Objective:** Kill Logan Somers.

Cross the orange bridge to the middle platform and strafe in a circle while shooting the boss. He jumps from ledge to ledge and occasionally down to your level, usually firing 3 shots at a time. Keep up this pattern until the boss is dead and the game is over!

## BlackSite Area 51 Achievements

Blacksite: Area 51 has a total of 44 achievements. The title, gamerscore and description for each achievement is listed below.

### **Completed Episode 1 - 10**

- Complete Episode 1: Iraq

### **Completed Episode 2 - 10**

- Complete Episode 2: Quarantine

### **Completed Episode 3 - 10**

- Complete Episode 3: Rachel

### **Completed Episode 4 - 10**

Complete Episode 4: Counter-Insurgency

### **Completed Episode 5 - 10**

Complete Episode 5: Topside

### **Completed Episode 6 - 10**

Complete Episode 6: Wrecked

### **Threat Level Yellow - 25**

Complete all episodes on Yellow (easy) difficulty

### **Threat Level Orange - 35**

Complete all episodes on Orange (medium) difficulty

### **Threat Level Red - 50**

Complete all episodes on Red (hard) difficulty

### **The Downward Spore - 10**

Bring down a Spore Tower

### **I said Drop and Roll! - 10**

Bring down a Fire Brute

### **Beware! Octopus Dog! - 10**

Kill more than 25 Drudge using only melee

### **Rapture - 20**

Kill more than 250 Reborn

### **Researcher - 10**

Collect a Dossier

### **Master Delegator - 20**

Get the squad to help you get more than 250 Focus Fire Kills

### **Professional Motivator - 20**

Get the squad to High Morale more than 20 times

### **Investigator - 50**

Collect all Dossiers

### **Hunter - 20**

Collect 25 Dossiers

### **Small but mighty - 10**

Get more than 10 head shot kills with the pistol in Campaign



**Magic Bullets - 10**

Get 10 kills while the M4 is equipped in Campaign

**Long distance charges may apply - 10**

Get 5 kills while the Sniper Rifle is equipped in Campaign

**Meatseeker - 10**

Get more than 10 kills using the Antitank Launcher's target-lock in Campaign

**Geometry Kills - 10**

Get 5 kills with the Scatter Gun's bouncing projectiles in Campaign

**Dodge This! - 10**

Get more than 10 kills by detonating the Plasma Rifle's projectile in Campaign

**Going for the Gusto! - 25**

Get more than 100 kills with each weapon

**The instrument of your doom! - 50**

Get more than 200 kills with each weapon

**Look upon my works and despair! - 100**

Get more than 400 kills with each weapon

**Home Field Advantage - 10**

Host an Xbox LIVE game of Blacksite versus (any game type)

**Boot Camp - 10**

Compete in an Xbox LIVE game of Blacksite

**I Fear The Reaper - 10**

Complete a ranked match of Deathmatch

**We Fear The Reaper - 10**

Complete a ranked match of Team Deathmatch

**Probed - 10**

Complete a ranked match of Abduction

**...And Justice For All - 10**

Complete a ranked match of Capture The Flag

**Around The Block - 10**

Complete a round of every Xbox LIVE Ranked Match game type

**King Of The Block - 25**

Win a round of every Xbox LIVE Ranked Match game type

**Flag Feeler - 10**

Capture your first flag

**Flag Stealer - 25**

Capture more than 25 flags

**Flag Dealer - 50**

Capture more than 50 flags

**Always Remember Your First - 10**

Win your first ranked match

**Spoils of War - 30**

Win more than 25 ranked matches

**Vae Victus - 55**

Win more than 50 ranked matches!

**The Skulls Of The Vanquished - 50**

Get over 20 kills without dying in a single Versus match!

**Exposed - 49**

Play in a game with a Blacksite Virus Carrier

**Blacksite Virus Carrier - 51**

Finish first in a ranked match containing a Blacksite Virus Carrier